

c.) Amendments to the Claims

1. (withdrawn) In an electronic device having a processor and a display depicting a plurality of onscreen objects, a repositioning method for automatically moving the onscreen objects, including the steps of:

first, identifying the subset of onscreen objects that are participating in the repositioning method;

determining that a layout change has occurred for one of said onscreen objects in said subset;

determining that said one onscreen object is in an Ensemble;

determining that said one onscreen object is a Domain;

analyzing any internal layout changes for the Domain;

determining qualifying Villeins for the Domain;

temporarily inhibiting the repositioning method for said qualifying Villeins;

analyzing first layout changes for said one onscreen object, determining the Villeins to be moved and moving them;

temporarily inhibiting the repositioning method for the Domain;

determining the Domain(s) to Notify, if any, for this Domain;

allowing each Domain to Notify to perform internal layout changes in response to the domain's final simple external geometry changes;

for each Domain to Notify, calculating second layout changes for said subset of onscreen objects and carrying out said second layout changes;

thereafter returning to said first step and recursively determining new positions for said subset of onscreen objects.

2. (withdrawn) In an electronic device having a processor and a display depicting a plurality of onscreen objects, a method for delivering a mouse click to an onscreen object, including the steps of:

first, generating a list of the subset of onscreen objects that is disposed at the location of the mouse click;

sorting said list by Z order;

analyzing the objects on said list in serial order to determine the first object designated to accept a mouse click and, if it is not a click-through object, delivering the mouse click to said first object;

delivering the mouse click to the last object on said list that is a click-through object if no non-click-through object has been previously found on said list.

3. (original) In an electronic device having a processor and a display depicting a plurality of onscreen objects, a method for repositioning text portions by click-and-drag inputs, including the steps of:

determining the position of a mouse cursor on a text object;

if the cursor is over a paragraph, move the paragraph the same amount as the click-and-drag movement of the mouse;

if the cursor is over the top of a line, move the line the same amount as the click-and-drag movement of the mouse;

if the cursor is over the left side of a line, adjust the individual left indent of said line the same amount as the click-and-drag movement of the mouse.

4. (new) In the method for repositioning text portions by click-and drag inputs of claim 3, further including the step that if the cursor is over a paragraph, first change the cursor into a vertical arrow shape and store which paragraph it is over.

5. (new) In the method for repositioning text portions by click-and drag inputs of claim 3, further including the step that if the cursor is over the top of a line, first change the cursor into a vertical arrow shape and store which line it is over.

6. (new) In the method for repositioning text portions by click-and drag inputs of claim 3, further including the step that if the cursor is over the left side of a line, first change the cursor into a horizontal arrow shape and store which line it is over.

d.) Remarks

The sole reference employed in rejecting claim 3 under 35 USC 102(b) is the Tou patent. This patent described methods for reformatting paragraphs on a